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Comp 730

Game:

**Rooms**

Room 1 - Metatron:

You walk into a room with walls so dark you can only tell that they are there from the flickering torches mounted on them. When you look up, there appears to be no ceiling, just utter darkness. As you look down, you feel a bit of vertigo because you can hardly tell that there is a floor beneath your feel. It is a dark as the surroundings. You feel as if you are in the deepest part of the Earth with nowhere to go. You find a vase and what looks to be a display case with the Greek letter П embossed on the side of it. You find three objects in the room: a small stone, a staff of some type, and a key.

Room 2 - Tartarus:

You walk into a room comprised of brick walls. The bricks are blood red, and here and there are paintings on the walls of the most viscious and disgusting looking monsters you have ever seen. The room is lit by a rusted iron chandelier with purple flames making the room all the more eerie. The floor is uneven and comprised of splintered human bones that look to have been chewed. You find a loom and, embedded in one of the walls, is a neckless with a perfectly round empty fitting for a gem. You find in the room a staff, a shiny chalice, and a key as black as obsidian.

Room 3 - Cosmos:

You walk into a room that has walls of a soft yellow color, and the walls almost seem to glow. When you look up, you have to close your eyes because it feels like you are looking into the sun despite being underground in the labyrinth. As you look down, you see you have no shadow and the same glow from the walls. You find a set of hooks that are just the right size to hold a staff and embedded in one of the walls is a lock that looks to be made of bone. You find in the room a bright flower, a gold talisman, and white key.

Room 4 - Elysian Fields

You walk into a room that at first appears to have no walls. You feel a warm breeze hit you as it ripples the grassy field at your feet. When you look up, you feel warmth on your face as you shield your eyes from the sun. You find a lock that looks to be made from an old horseshoe embedded in one of the walls. There is also a pedestal made of marble with patterns on it lined in gold. In the room you see a staff, a rod, and a ball.

Room 5 - Sfinge’s Treasure Room

You walk into a room with walls made of gold. Gold coins and gems litter the floor and piles of riches the reach the vaulted gold ceiling. What little you can see of the floor is paved in gold, as well. Across the way you see a set of double doors swing open on its own. Outside you view a bright sunset from the top of a hill overlooking a lush valley that leads to the coast. Also outside is an owl siting in an olive tree next to a tall woman.

**Items**

Philosopher's Stone:

This is a small yet perfectly spherical red stone with a glow that seems be pulsing as if with the beat of a heart.

Staff of Wenge

This is a long staff about the same height as you, made of a dark brown wood that is gnarled and twisted. There are some green leaves at the head of the staff around a glowing yellow gem.

Key of Centaurus

This is a key made of well-worn wrought-iron and the head of the key looks to be in the shape of a U.

Staff of Bubinga

This is a tall staff that is smooth and well-polished wood with a slightly reddish tint.

Platinum Chalice

This is a chalice that seems he made of a very shiny metal. It is encrusted with gems and appears ornate.

Key of Anubis

This key is made of black obsidian and the top of the key has the shape of a jackal or dog’s head. It feels ice cold to the touch.

Flower:

This flower is open and has a beautiful set of iridescent petals that almost seem to glow.

Gold talisman

This is a golden talisman that is comprised of a triangle with an owl inscribed in it and attached to a golden chain that may be worn as a necklace.

Key of Laburinthos

This is a key made of white marble with ornate geometric patterns carved into the head and has several extra teeth positioned at odd angles.

Staff of Paduk

This is a old staff made from a bright orange wood that seems to have faded with time. Directly below the well-worn handle, there is an engraved letter П.

Rod of Asclepius

This rod is made of bronze and is engraved with what appears to be two snakes coiling around it. The engraving has such a high degree of detail that it almost appears one of the snakes is moving.

Ball of Thread

This is a ball of thread about the size of a large melon.

**Transitions**

Metatron clue:

You wince as one of the walls starts to glow brightly in this dark, dingy room where any light is blinding. After a second, the glow fades to something manageable. As you observe the wall, you see a phrase written in glowing letters:

Tartarus clue:

You hear a teeth-jarringly sharp scrape, as if long nails are creating gouges in stone. You look over to one of the walls where the sound is emanating and you see letters actively being engraved in the wall. It is clear that this is the source of the sound even though you cannot see what is engraving the letters. When the sound finally lets up, you see the phrase:

Cosmos clue:

You feel a rush of wind blow past you and you sense that the room has become a little less brighter. You look in the direction the wind is blowing and you see that most of the wall is still glowing but the portions that are no longer glowing spell out the phrase:

Elysium Fields clue:

You feel the earth beneath you shake and hear the smashing of stones. As you turn to find the source of the sound, you see pillars of black stone rising up from the ground forming the phrase:

Passage to room five opening

You feel the ground gently vibrate beneath your feet. Then the vibration becomes more intense. You also start to hear the scraping of stone against stone. The noise and the shaking just seem to get louder and more intense, when it suddenly stops. As you finally get your footing back, you hear a loud roar of a lion.

**Death**

Time runs out

You hear heavy foot-falls coming from behind you and the rattling clink of chains and a grinding sound as if metal is being dragged against stone. You glance behind you to see a lumbering monster 8 feet tall with the body of a man and a head of a bull. It is slowly lumbering towards you dragging a large ax behind with broken manacles around his wrists. As you lock eyes, it raises its ax and charges. You run as fast as you can to keep ahead of it for a while, but it finally overtakes you. With a swing of its arms, the flat side of the ax blade slams into the side of your head and everything goes black.

Wrong answer

The Sphinx grins wide, licks its lips, and begins to chuckle. You start to run as you realize you must have given a wrong answer one last time but you're too slow. The Sphinx pounces upon you and brings you crashing to the ground where your head smashes against the stone floor and everything fades to black.

**Sphinx**

Room 4 - Elysian Fields - 2

You walk into a room that at first appears to have no walls. You feel a warm breeze hit you as it ripples the grassy field at your feet. When you look up, you feel warmth on your face as you shield your eyes from the sun. You find a lock that looks to be made from an old horseshoe embedded in one of the walls. There is also a pedestal made of marble with patterns on it lined in gold. You see the familiar black pillars of the clue but there's something new in the room. There is a large creature blocking a previously unseen doorway. The creature has the face of a woman but the body of a lion.

Riddle

When you approach the creature it says, “I have a riddle for you. Answer it correctly and you'll receive riches beyond your wildest dreams. Answer it wrong and I will have dinner. But I will be generous - you'll get three tries to answer correctly.”